

B) Amendments to the Specification:

Kindly substitute the following marked-up replacement paragraph for the first full paragraph, including lines 1 through 8, on page 7:

In the method and apparatus of the present invention, the multimedia experiences are stored in the storage medium in the form of a movie clips that have and are controlled through the use of a timeline and a play head. Each timeline is subdivided into frames and each frame is broken down into a number of seconds. Only one play head is provided for each movie clip. Each play head is permitted to be on one instance of the timeline at any given moment whereby the play head moves forward based on the passing of time associated with each frame. This allows independent movie clips within the delivery shell to run concurrently with other movie clips and therefore share processor time slices.

Kindly substitute the following marked-up replacement paragraph for the paragraph beginning on line 14 of page 13, and ending on line 9 of page 14 as follows:

As previously explained, the CDS system exists in three phases, initialization, delivery and completion. The development of the CDS was accomplished using Macromedia Flash. Each phase is limitedly multithreaded by means of containing all or part of the code associated with the phase in a movie clip or clips. A movie clip is an individual existence of a movie. This concept is very similar to other object oriented languages in theory. For example, movie clips would correspond to threads, the timeline would

correspond to the instruction stack of an individual thread, and the play head would correspond to the instruction pointer of an individual instruction stack. A movie clip has and is controlled through the use of a timeline and a play head. The timeline is sub-divided into frames and each frame can be broken down into a number of seconds. There is one and only one play head for each movie clip. This play head can be on play for only one instant of the timeline at any given moment. The play head moves forward dependant on the passing of time associated with each frame. By using the concept of multiple movie clips, each running with their own independent timeline and play head, the CDS is able to produce a multithreaded nature. This also allows completely independent parts of the CDS to run concurrently with each other and share processor time slices.